Chapter 137: The Arsenal of Eternity

The Divine Triad, ever mindful of the need to arm their forces and ensure their dominion's defense, turned their attention to the creation of new divine weapons. These weapons were masterpieces of divine craftsmanship, forged with power and purpose, imbued with the essence of the Triad's unparalleled might. The grand collection of these weapons was entrusted to the Umbra Citadel's weaponry, where they would remain safeguarded until called upon in times of need.

Forging the Divine Arsenal

Each member of the Divine Triad contributed their unique powers and creativity to the creation process, resulting in a wide variety of divine weapons. These tools of war were not merely instruments of destruction; they were also symbols of the Triad's artistic mastery and divine authority.

Types of Divine Weapons

1. Close-Combat Weapons

Halberds, Lances, and Spears: Designed for both reach and precision, these weapons were forged with radiant metals and enchanted with divine runes.

Swords and Daggers: Crafted with unbreakable edges, capable of cutting through dimensions and absorbing enemy mana.

Scythes and Axes: Massive, devastating weapons, capable of sweeping entire armies in a single swing.

Maces and Hammers: Heavy weapons that could shatter mountains and create shockwaves powerful enough to decimate landscapes.

2. Ranged Weapons

Bows and Arrows: Enchanted with homing magic and capable of piercing through any armor or barrier.

Crossbows: Mechanized for rapid-fire attacks, launching bolts imbued with explosive energy.

Mana Guns and Mana Rifles: Advanced ranged weapons powered by pure mana, capable of firing continuous beams or concentrated blasts.

3. Area-Denial Weapons

Tridents: Capable of summoning massive waves of energy, manipulating water and other elements.

Mana Bombs: Weapons of mass destruction, designed to annihilate entire regions or disable armies through bursts of pure mana.

4. Miscellaneous Divine Artifacts

Shields, armors, and gauntlets enchanted for ultimate protection.

Chains and whips capable of restraining even the mightiest of foes.

Orbs and crystals storing immense amounts of mana for later use.

Enchantment and Power

Each weapon was enchanted with multiple layers of divine power:

1. Unbreakable Nature: These weapons could never be destroyed, no matter the force exerted upon them.

2. Self-Regeneration: If damaged, the weapons would repair themselves instantly.

3. Adaptive Damage: Their power adjusted to exploit the weaknesses of their enemies.

4. Auto-Summoning: They could be summoned instantly by their wielders, even across dimensions.

Umbra Citadel’s Weaponry

The Umbra Citadel was chosen as the storage site for the Divine Arsenal due to its impenetrable defenses and Sung Jin-Woo's unparalleled connection to the Shadow Realm.

Weapon Vaults: The arsenal was stored in massive, enchanted vaults deep within the citadel. Each vault was guarded by layers of magical barriers and patrolled by shadow soldiers.

Weapon Sorting: The weapons were categorized by type, with sections dedicated to close-combat, ranged, and area-denial tools.

Emergency Deployment: The arsenal was designed to be rapidly deployed in times of need, with mechanisms enabling the weapons to be summoned to any location instantly.

A Legacy of Power

The creation of this divine arsenal was more than preparation for war—it was a testament to the Divine Triad’s boundless creativity and unparalleled dominance. As the weapons rested within the Umbra Citadel, they radiated a quiet, ominous energy, a reminder that the Divine Triad’s might could be unleashed at a moment’s notice.

The arsenal, combined with the other creations of the Triad, ensured that no force in the multiverse could challenge their rule. It was a warning to all who might oppose them: The Divine Triad does not falter, and their power knows no equal.